



# Glossary & FAQ

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**Action/Shot:** an action performed during the Shooting phase, which it replaces.

**Constitution Points:** life points, subtracted when a character is wounded. The loss of the last Constitution Point means the character dies. It is then taken off the board (playing table).

**D20:** twenty-sided dice.

**Deployment:** the moment when the players, one after the other, position their figurines on the terrain. The Deployment occurs at the beginning of a game.

**DL:** Difficulty Level, followed by a number indicating the number of turns needed to perform an Action.

A DL of the same level as the required characteristic, such as Intelligence or Dexterity, is immediately achieved.

**Free Action:** an action that is « free of charge ». It can occur during any phase and does not replace any.

**Hand to hand:** Hand to hand combat occurs during the shooting phase, using HtH and shooting weapons.

**To Lock:** a door, a computer or any object which can be locked with a code, a key or any means impeding free access.

**Military Security Tactical Section:** MSTs. Upcoming faction.

**Phase:** there are two phases in a Turn: the Movement Phase and the Shooting Phase.

**Px/Øy:** this is the equation defining an explosion. Px = Power + number/ Øy = explosion radius + number.

**RPG:** role-playing game.

**Shaken:** A character is Shaken when it is helpless, unable to perform any action. The Evasion capacity is deleted from his total Physical Defense. When the character's turn comes, he recovers and performs normally.

**Sightline:** an imaginary straight line between two observers, uninterrupted by any obstacle which would physically hide one from the other.

**Squad:** a player's whole « team » of figurines.

**Synergy:** means that characters can join forces in a Test Action or hand to hand combat.

**Test Action:** Test Actions are defined by a DL to be reached.

The player wanting to perform a Test Action has to do it during his Shot phase, which it replaces. Test Actions are performed to achieve a goal, specified or not by the scenario.

**Turn:** a turn is defined by the moment when the player moves his figurines.

**To Unlock:** Unlocking an object (breaking a code, opening a closed door, etc) means this object is now operational. It can however be relocked.

**Weapon's Power:** indicates the power of the shooting or hand to hand combat weapon. A shooting weapon used in hand to hand combat has a Power of 1.



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## **FAQ**

### **Mines**

\_ Can I throw a crate on a hypersensor mine to explode it?

\_ Yes.

\_ If I want to move a mine with my Telekinesis power, does the mine explode?

\_ Yes, the sensors interpret this as a threat.

### **Test Action**

\_ If I am interrupted during an action requiring several turns, do I have to start again at the beginning?

\_ No, the action starts again at the point where it was interrupted.

\_ Can I shoot at my opponents while opening a locked door (using a code, a key, etc.)?

\_ Yes, but this shooting phase interrupts the action, which will have to be continued with the next Action/shot phase, taking it up where you left off.

